Realistic & Flexible Simulation Environment

Modeling, Simulation and Training Product Area Directorate

- **Application Areas**
  - Training
  - Analysis
  - Experimentation
  - Test & Evaluation
  - Simulation Based Acquisition
- **Benefits**
  - Reduction in resource requirements/program risk
  - Improved training, Battlestaff to Team
  - Tested C4ISR system interoperability
  - Virtual prototyping & military worth assessments
- **Players/Programs with Capability Requirements**
  - JSIMS/NASM, AWSIM, STORM, JIMM, and other simulation programs
  - ESC's Modeling, Analysis and Simulation Center (MASC)
  - M&S Support for other acquisition programs
  - Others
- **Ongoing Work**
  - Many research & development programs ongoing
  - Existing systems/models in use and maintained by the field

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Realistic & Flexible Simulation Environment
(continued)

- **Impact on Program Development** - Additional research & prototyping in the following areas will facilitate implementation of a Joint Synthetic Battlespace:
  - Simulation system and real world database interoperability
  - Incorporation of process/performance modeling results into simulation systems
  - Improved C2 modeling
  - Aggregation/Deaggregation approaches
  - Virtual-Constructive simulation interoperability
  - Security
  - Distributed object repositories storage & retrieval methods
  - Simulation execution management for widely distributed execution
  - Dynamic load balancing for simulation execution management

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Integrated Modeling, Simulation & Training Tools in C2 Systems

Modeling, Simulation and Training Product Area Directorate

- **Application Areas**
  - Training
  - C2 Decision Support
  - Experimentation
  - Test & Evaluation
- **Benefits**
  - Reduction in resource requirements
  - Improved training for system user
  - Faster incorporation into training, experimentation & test environments
  - Increased use of C4ISR system capabilities
  - Improved capability for consistent training
- **Players/Programs with Capability Requirements**
  - C4ISR system users
  - C4ISR System Developers
- **Ongoing Work**
  - System developers responsible for system training material/capability
  - Research & prototype efforts accomplished (AFRL, MITRE, Navy …)
- **Impact on Program Development:**
  - Direction to implement improved training capability into C2 system
  - Direction to implement “C2 side” of links to simulation environments

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